FIG. 1

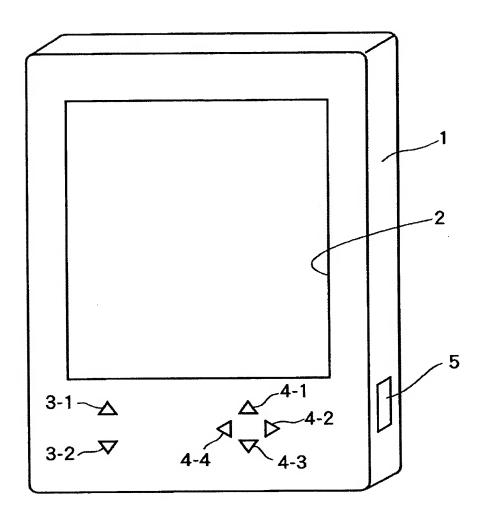


FIG. 2

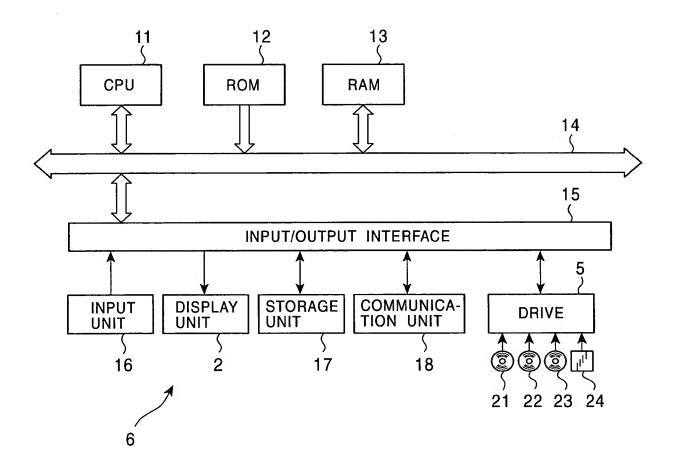


FIG. 3

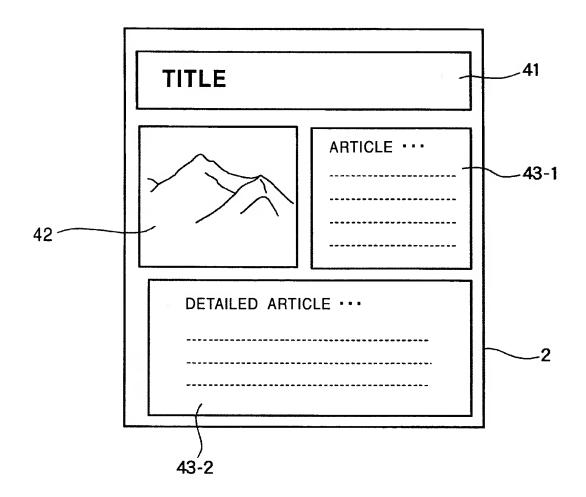


FIG. 4

```
1 <Obj no="1" Type="Page">
                                              33 <Obj no="12" Type="Text">
2 <Referto no="2"/>
                                              34 <|nit no="32"/>
3 < Yspace no="20"/>
                                              35 <P>
                                              36 TITLE
4 <Referto no="3"/>
5 <ChangeStart no="3"/>
                                              37 </P>
                                              38 </Obj>
6 <Xspace no="5"/>
7 <Referto no="4"/>
8 <Reset/>
9 <Xspace no="10"/>
                                              39 <Obj no="13" Type="Image">
10 < Yspace no="20"/>
                                              40 < Init no="33"/>
11 <Referto no="5"/>
                                              41 < Image file="yama.bmp"/>
12 </Obj>
                                              42 </Obj>
13 <Obj no="2" Type="Block">
                                              43 <Obj no="14" Type="Text">
14 <|nit no="22"/>
                                              44 <Init no="34"/>
15 <BlockRule no="1"/>
                                              45 <P>
16 <Referto no="12"/>
                                              46 ARTICLE ···
17 </Obi>
                                              47 </P>
                                              48 </Obi>
18 <Obj no="3" Type="Block">
19 < Init no="23"/>
                                              49 <Obj no="15" Type="Text">
20 <BlockRule no="2"/>
                                              50 < Init no="35"/>
21 <Referto no="13"/>
                                              51 <P>
22 </Obj>
                                              52 DETAILED ARTICLE ...
                                              53 </P>
23 <Obj no="4" Type="Block">
                                              54 </Obi>
24 </nit no="24"/>
25 <BlockRule no="3"/>
<sup>26</sup> <Referto no="14"/>
<sup>27</sup> </Obj>
28 <Obj no="5" Type="Block">
29 <Init no="25"/>
30 <BlockRule no="1"/>
31 <Referto no="15"/>
32 </Obj>
                                                     51
```

FIG. 5

COMMAND NAME		MEANING
Obj	NAIVIE	COMMAND DECLARING AN OBJECT
Obj	no	COMMAND DECLARING AN OBJECT NUMBER
	Туре	COMMAND DESGINATING AN OBJECT ATTRIBUTE
	1,000	COMMAND DESCRIPTION AND CONTRACTOR A
Referto		COMMAND REFERRING TO ANOTHER OBJECT
	no	COMMAND DESIGNATING THE NUMBER OF AN OBJECT TO BE REFERRED TO
Yspace		COMMAND MOVING A DRAWING START POINT IN A Y-AXIS DIRECTION
	no	COMMAND DESIGNATING A MOVING DISTANCE
Xspace		COMMAND MOVING A DRAWING START POINT IN AN X-AXIS DIRECTION
	no	COMMAND DESIGNATING A MOVING DISTANCE
ChangeStart		COMMAND CHANGING A DRAWING START REFERENCE POINT
	no	COMMAND DESINATING A POSITION TO WHICH A DRAWING START REFERENCE POINT IS SHIFTED
Reset		COMMAND MOVING A DRAWING START REFERENCE POINT ONTO A Y-AXIS ON WHICH DRAWING CAN BE PERFORMED
Init		COMMAND REFERRING TO AN OBJECT INCLUDING INITIAL SETTING INFORMATION
	no	COMMAND DESIGNATING THE NUMBER OF A COMMAND TO BE REFERRED TO
BlockRule		COMMAND DESIGNATING A NUMBER IDENTIFYING A SHAPE CHANGING RULE
	no	COMMAND DESIGNATING A BLOCK SHAPE CHANGING RULE
P		COMMAND DRAWING A CHARACTER STRING
Image		COMMAND DRAWING AN IMAGE
	file	COMMAND DESIGNATING THE FILE OF AN IMAGE TO BE DRAWN

$6 \angle 22$

FIG. 6A

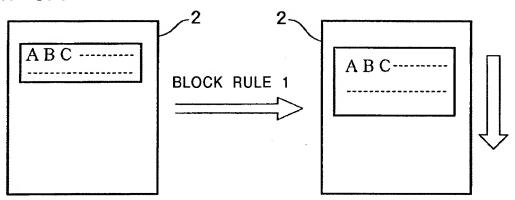


FIG. 6B

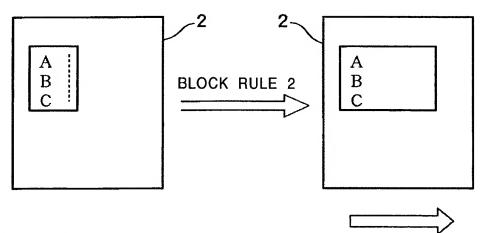


FIG. 6C

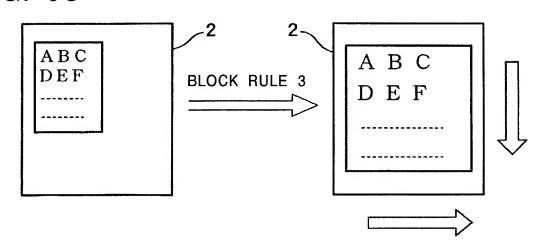


FIG. 7A -2 2-В BLOCK RULE 4 В C FIG. 7B 2-BLOCK RULE 5 FIG. 7C BLOCK RULE 6

FIG. 8

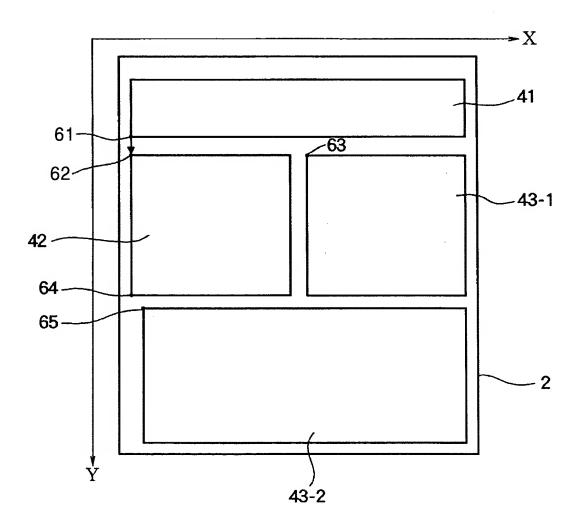


FIG. 9

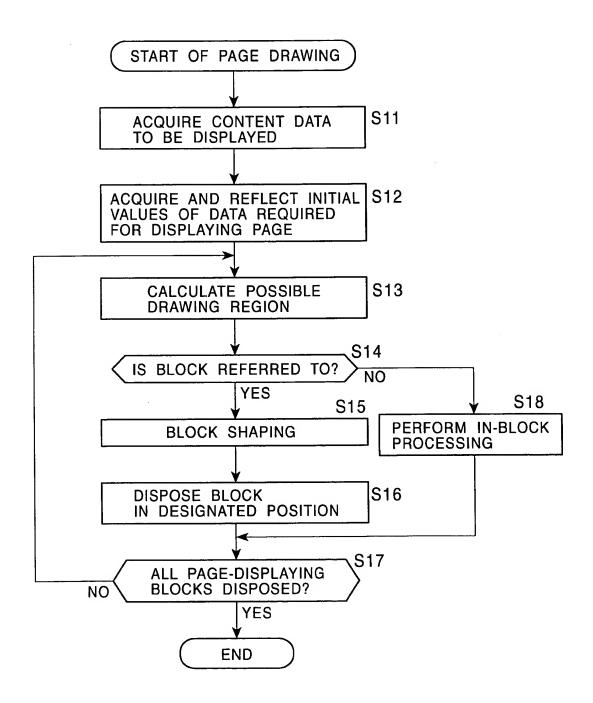


FIG. 10

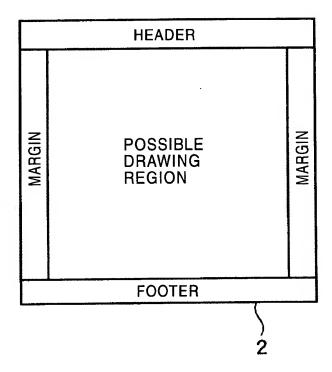


FIG. 11

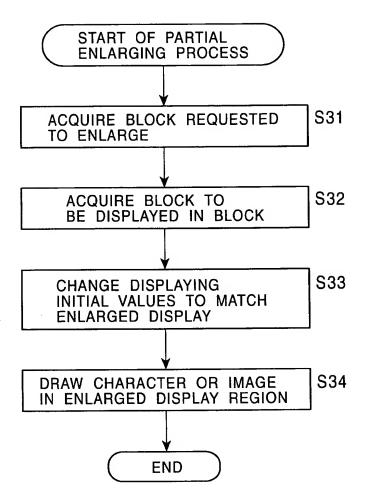


FIG. 12

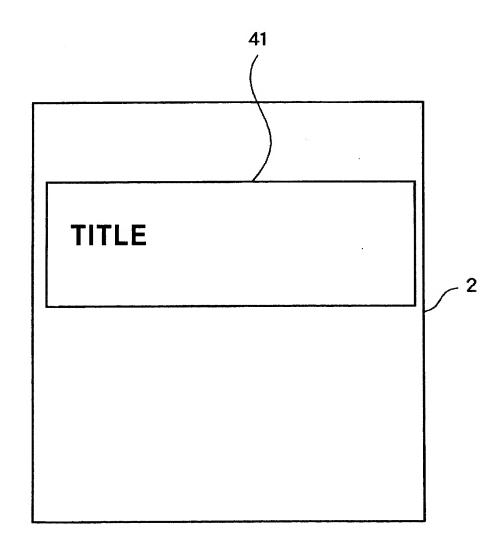


FIG. 13

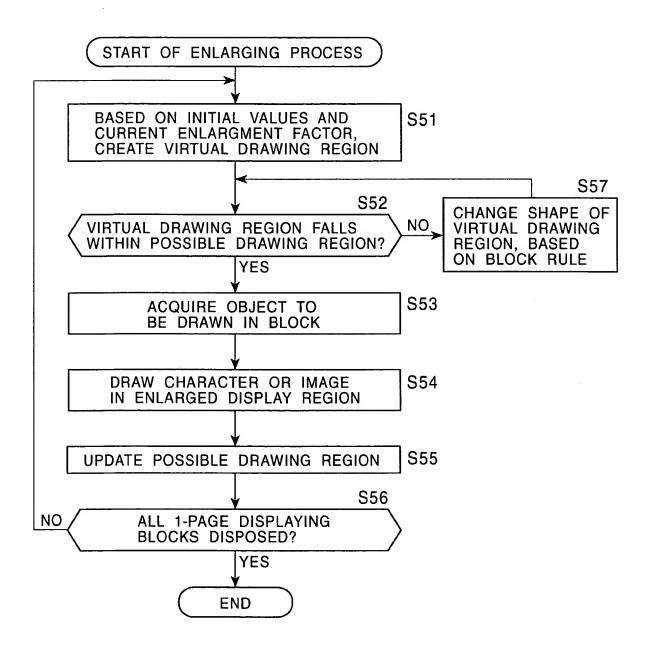


FIG. 14

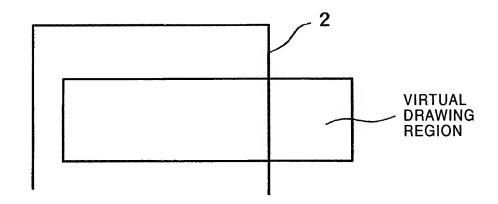


FIG. 15

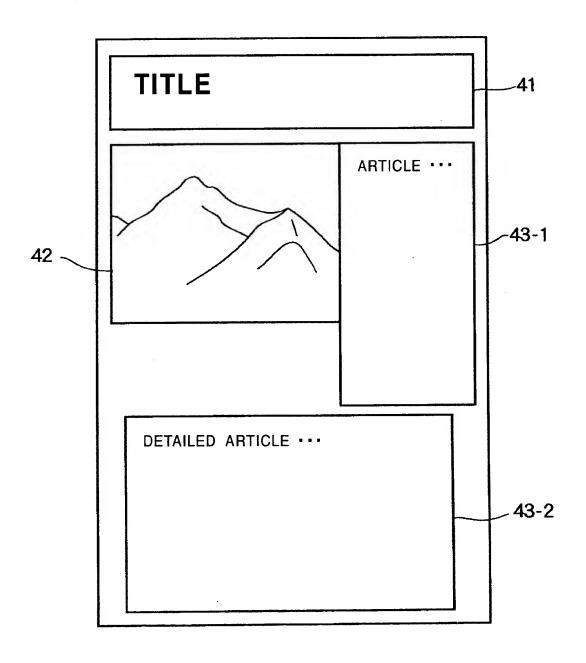


FIG. 16

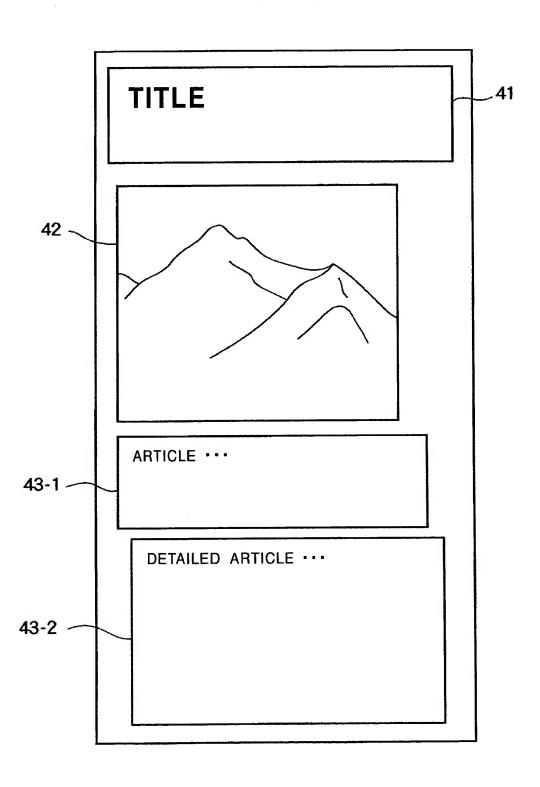


FIG. 17

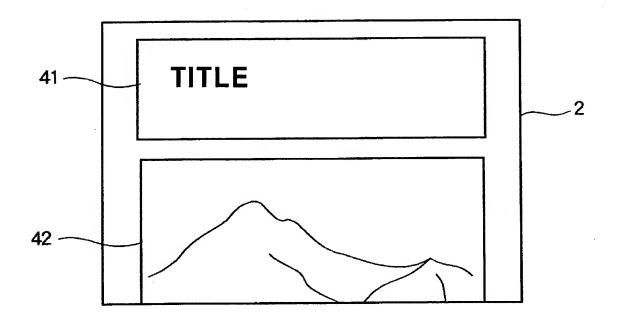


FIG. 18

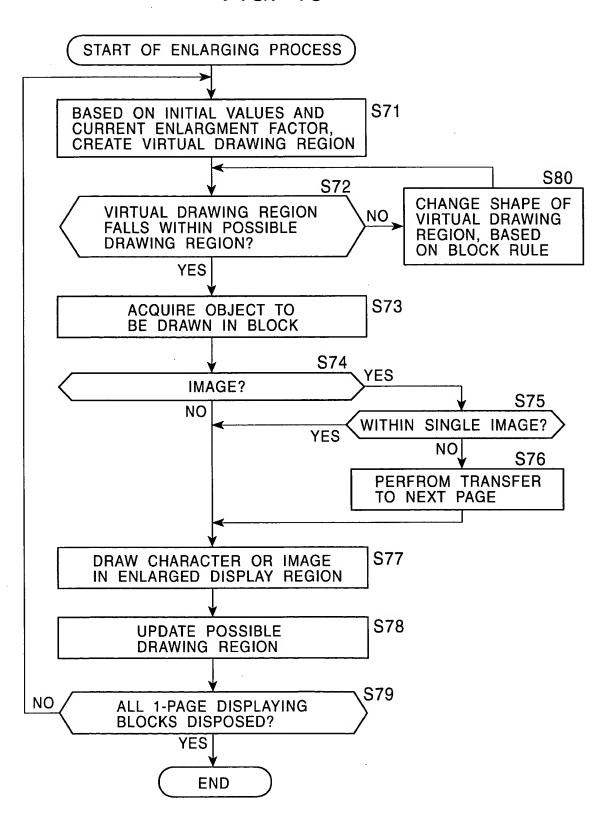


FIG. 19

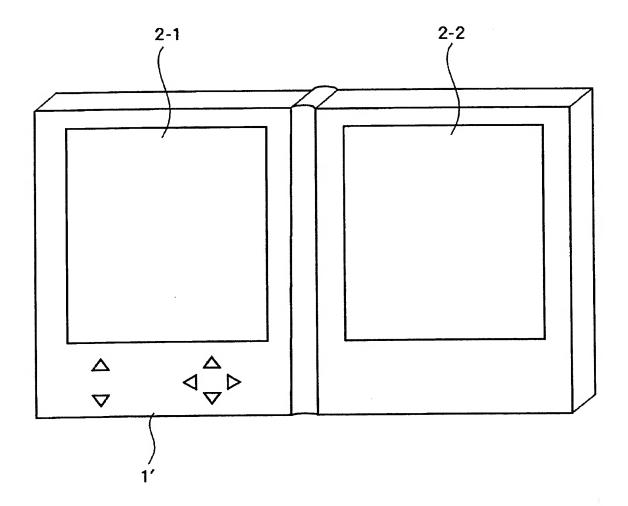
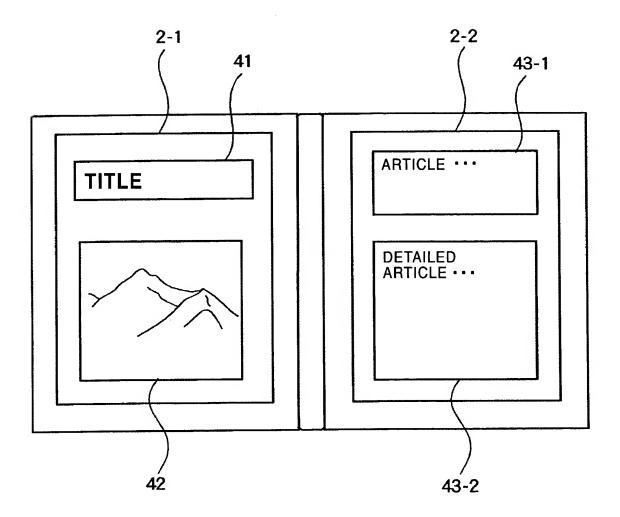


FIG. 20



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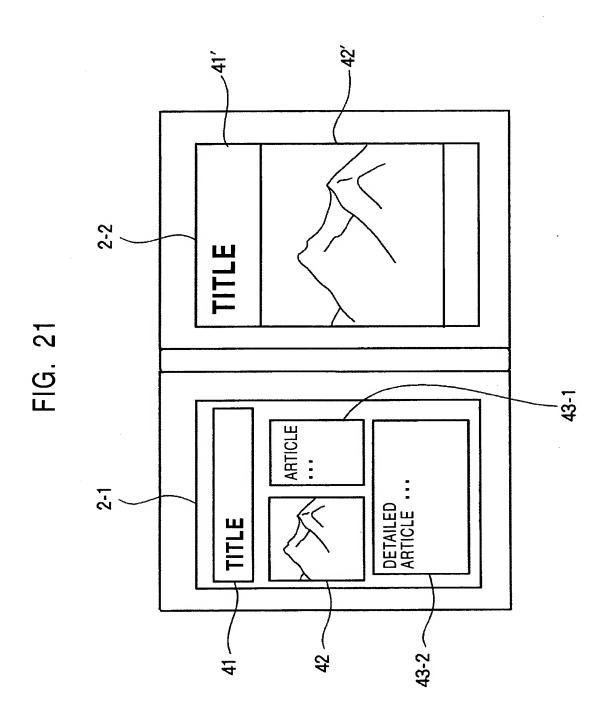


FIG. 22

